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# BORSUKK

**A NEW PLAYABLE RACE FOR YOUR FANTASY TABLETOP ROLE-PLAYING GAMES**

**INCLUDES RULES FOR 5E AND PATHFINDER**

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# BORSUKK

Borsukk are a proud and somewhat tribal race of badger humanoids – they are famously described by outsiders as having only three senses: smell, hearing and loyalty. Thick fur covers their bodies, and their mouths are equipped with sharp canine teeth. Respect is hard to gain from a borsukk, but once an ally is found they will defend them with tenacity and devotion.

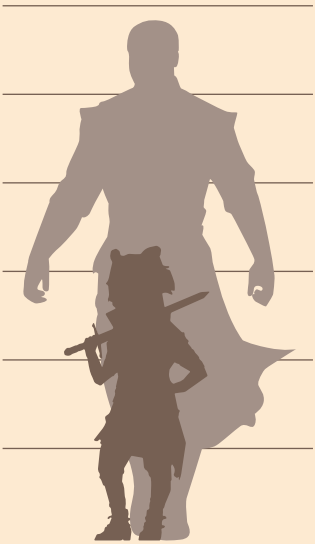
## Tooth and Claw

A fully-grown borsukk stands at around 3 feet tall. They are covered in thick fur and, due to their underground living arrangements, generally mud as well. The fur across their body varies from one borsukk to another – they might have white stripes on their heads, black-ringed patterns, or just have plain grey, brown or black fur. Borsukk are stocky and sturdy for their size, and normally weigh between 35 and 40 pounds. When angered or provoked, a borsukk will growl and bare their impressively sharp canine teeth.

Borsukk prefer to wear tan and yellow colours, and avoid expensive piercings and jewellery. Dressing plainly shows modesty and humility before their ancestors, who borsukk believe to be ever-present in their lives.

## Sacred Ancestors

Borsukk are in touch with their spirituality, and each has a strong sense of their heritage. They grow up with stories about the borsukk in their bloodline and, at several points during the year, will give meaningful offerings to their late family members. They believe their ancestors communicate with them frequently, so might accept that a sudden change of weather or other natural occurrences are direct results of this communication. The matriarchs and patriarchs within borsukk society are proud and well-decorated shamans and spiritualists.



Generally borsukk are kind and caring, their two priorities above all else are family and friendship. Because of this, they can be fiercely loyal and sometimes stubborn when it comes to matters they are passionate about. A borsukk reaches adulthood around the age of 15, and can live until around 70 years of age.

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*'Ancestors, we thank you for the wisdom and insight you have passed down to us. With your omniscient perspective, we ask you to guide us to safety, to prosperity and to high esteem. Please help us in our times of need, so that we may continue to bring honour to your revered names.*

*We bring this offering to you as a sign of our trust and admiration for you. May we be a guided generation, like so many generations before us'.*
– Excerpt from the 'Borsukk Ancestral Sacrament'

## Muddy Burrowers

It is common for borsukk to favour dense woodland when building their vast underground burrows, keeping their sacred homes out of sight and close to food and vegetation. They do not live exclusively in their burrows, many borsukk in fact prefer life on the surface and leave their homes to join the cosmopolitan communities of the world. They are not shunned or outcast for doing so, and are free to migrate as they wish. However, due to their strong connection to their families and ancestral homes, many surface-dwelling borsukk will make it their duty to visit their burrows frequently.

## Naming Conventions

Borsukk have a deep connection to their names, which are often that of a famous relative or ancestor they will try to live up to, or relate to a personal destiny set out by their matriarchs and patriarchs. Alternatively, a borsukk's name may be a new invention of their parents, designed to give them a unique sense of self.

Despite being proud of their first names, borsukk are especially protective about the name of their bloodline and treat their surnames with holy reverence. It is their surname that connects them to their ancestors. This connection comes with a huge sense of pressure, and some borsukk live in constant fear of bringing dishonour or shame upon their ancestral name. Many borsukk favour the adventuring lifestyle – they see it as not only a journey of daily self-discovery, but also a way for them to bring honour to their ancestors through slaying monsters or achieving feats requiring great bravery.

**Borsukk First Names:** Fessel, Stripe, Canis, Fleece, Rell, Phully, Lupo, Drog, Bessec, Sirril, Lossel, Growl, Musky, Dessel, Light, Cupo, Amber, Brave, Sare, Yuss, Vully, Dell, Messec, Hopeful, Anko, Howl, Vare, Wessel.

**Bloodline Names:** Blackmane, Wildtail, Proudtooth, Longclaw, Deepscar, Coldburrow, Whitestripe, Loudpaw, Greyfoot, Sharphair, Moonborn, Widesnout, Cedartree, Snapjaw, Sunhowler, Redprint, Mudtrack, Oakseed.

# 5E TRAITS AND RULES

Your borsukk character is fiercely loyal to their friends and family. They are equipped with sharp teeth and claws, which they can use as weapons.

***Ability Score Increase***
Your Dexterity score increases by 2 and your Wisdom score increases by 1.

***Age***
Borsukk reach adulthood around the age of 15, and can live to be 70 years of age. They often find mates early on in their adult lives either by arrangement from their parents or by finding one themselves.

***Alignment***
Born into a society that values heritage, loyalty and tradition, borsukk are naturally lawful in their alignment and stick to the rules that are put in place around them.

With their friends, family and ancestors at the heart of everything they do, they have a strong leaning towards good.

***Size***
An adult borsukk's height is generally around 3 feet tall. Your size is Small.

***Speed***
Your base walking speed is 30 feet, you have a burrowing speed of 10 feet.

***Darkvision:***
Living in underground burrows has allowed your eyes to adapt to both light and dark conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

***Hind Leg Dash:***
Your powerful bone and muscle structure makes you quick and dexterous. You can move an additional 10 feet when you use the Dash or Disengage action by running on all four of your limbs.

***Claws:***
Your claws are sharpened weapons, which you can use to make unarmed strikes. If you hit with your claws, you can deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

***Bite:***
Your fanged jaws are a natural weapon, which you can use to make unarmed strikes. If you hit with your bite, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

An elderly borsukk will pass down their weapons to their kin; many borsukk blades are centuries old.

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***Hunter and Gatherer:***
You gain proficiency with two of the following skills of your choice: Survival, Stealth, Nature and Perception.

***Blessing of the Ancestors:***
The ancestors in your bloodline guide everything you do, and you are always seeking help from them. Once per day you can cast the *Guidance* cantrip on yourself as an action.

***Languages:***
You can speak, read and write Common and one other language of your choice.

# PATHFINDER ANCESTRY

If you want to play a tenacious character with ferocious loyalty, you should play a borsukk.

***Hit Points:*** 6

***Size:*** Small

***Speed:*** 25 feet

***Ability Boosts:*** Dexterity
Wisdom
Free

***Ability Flaw:*** Constitution

***Languages:*** Common, Terran. Additional languages equal to your Intelligence modifier (if it's positive). Choose from Sylvan, Halfling, Goblin, Undercommon, Draconic, Gnomish and any other languages to which you have access (such as the languages prevalent in your region).

***Traits:*** Borsukk, Humanoid.

***Darkvision:*** You can see in darkness and dim light just as well as you can see in bright light.

***Bite:*** You have sharp, canine teeth. You gain a jaws unarmed attack that deals 1d6 piercing damage. Your jaws are in the brawling group and have the finesse of unarmed traits.

***Borsukk Heritages***

SHAMAN BORSUKK
You have been taught by the patriarchs and matriarchs of your burrow the ways of borsukk spiritualism. Choose arcane, divine, or occult. You gain one cantrip from that magical tradition's spell list. You can cast this spell as an innate spell at will, as a spell of your chosen tradition. A cantrip is heightened to a spell level equal to half your level rounded up.

SURFACE-DWELLING BORSUKK
Living outside your burrow and among other cultures has given you greater insight about the world. Select a general feat of your choice for which you meet the prerequisites (as with your ancestry feat, you can select this general feat at any point during character creation).

GATHERER BORSUKK
Years of hunting and gathering food in the woodland surrounding your burrow has finely tuned your senses. You can use your sense of smell to determine the exact location of a creature within 30 feet (as explained on page 465 of the Core Rulebook). The GM will usually double the range if you're

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downwind from the creature or halve the range if you're upwind.

In addition, you gain a +2 circumstance bonus to Perception checks whenever you're trying to locate an undetected creature that is within the range of your scent.

## *Ancestry Feats*

### 1ST LEVEL

**QUICK PAWS**
You have learnt how to sprint on all four limbs, whilst maintaining a grip on your weapons. Your Speed increases by 5 feet.

**UNBREAKABLE DETERMINATION**
Your pure instinct to fight on in the face of danger allows you to gain impressive levels of focus. Whenever you are affected by a mental effect that lasts at least two rounds, you can reduce the duration by one round.

You treat your saving throws against effects that would cause you to fall asleep as one degree of success better. This protects only against sleep effects, and not against other forms of falling unconscious.

**CREATURES OF THE EARTH**
You recognise the grunts and squeaks of ground creatures as your own language. You can ask questions of, receive answers from, and use the Diplomacy skill with animals that have a burrow Speed, such as badgers, ground squirrels and moles. The GM determines which animals count for this ability.

**BORSUKK WEAPON FAMILIARITY**
Because of your height, you are used to using weapons that best suit your stature and that other races might see as small. You are trained with daggers and shortswords.

**CURIOUS EXPLORER**
Whether keeping your balance or scrambling up a tricky climb, your clawed hands and feet easily find purchase. If you roll a success on an Acrobatics check to Balance or an Athletics check to Climb, you get a critical success instead. You're never flat-footed when you attempt to Balance or Climb.

### 5TH LEVEL

**BORSUKK WEAPON ADEPT**
**Prerequisites:** Borsukk Weapon Familiarity.
Years of training have given you a deep understanding of smaller weapons. Whenever you critically succeed at an attack roll using a shortsword or a dagger, you apply the weapon's critical specialization effect.

**HELPFUL ALLY**
Your bond to your friends runs deep, and you help them without thinking. Whenever you critically succeed at a skill check, you automatically qualify to use the Aid reaction when attempting to help an ally using the same skill, even without spending an action to prepare.

### 9TH LEVEL

**FIERCELY LOYAL**
**Prerequisites:** Helpful Ally.
You are connected to your friends as powerfully as you are to your own family and ancestors. You are an unwavering ally, and will help them wherever you can. If you are at least an expert in the skill you are Aiding, you get a success on any outcome rolled to Aid other than a critical success.

**KEEN BURROWER**
After years of digging and maintaining your underground burrow, you can dig easily anywhere you go. You gain a burrow Speed of 10 feet.

### 13TH LEVEL

**BORSUKK WEAPON EXPERTISE**
**Prerequisites:** Borsukk Weapon Familiarity.
Training drills and combat experience with small weapons have made you a lethal warrior. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency for daggers and shortswords.

**HARD TO CATCH** ◆
**Prerequisites:** Quick Paws.
Your size and powerful hind legs allow you to jump, run and dive around the battlefield without effort. You Step 5 feet twice.

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